

EAST Search History

Ref #	Hits	Search Query	DBs	Default Operator	Plurals	Time Stamp
L1	558	CREAT\$4 WITH (MEDIA NEAR PROGRAM\$5)	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2006/08/30 14:35
L2	1	(interface near layer\$1) same (ancillary near3 asset\$1)	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2006/08/30 14:14
L3	1	(interface near layer\$1) and (ancillary near3 asset\$1)	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2006/08/30 14:15
L4	13	(interface with layer\$1) and (ancillary with asset\$1)	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2006/08/30 14:15
L5	201	(template with layer\$1) and (module with layer\$1)	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2006/08/30 14:16
L6	3	(template with layer\$1) and (module with layer\$1) and (clip with layer\$1)	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2006/08/30 14:33
L7	191066	((weight\$4 with factor\$1) or rank\$3 or (relevance near3 rank\$4))	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2006/08/30 14:34
L8	62	(CREAT\$4 WITH (MEDIA NEAR PROGRAM\$5)) and ((weight\$4 with factor\$1) or rank\$3 or (relevance near3 rank\$4))	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2006/08/30 14:35
L9	3	5 and 8	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2006/08/30 14:35



Welcome United States Patent and Trademark Office

☐ Search Results
[BROWSE](#)[SEARCH](#)[IEEE XPLORE GUIDE](#)[SUPPORT](#)

Results for "((creat* and media and programming and layer)<in>metadata)"

Your search matched 2 of 1397873 documents.

A maximum of 100 results are displayed, 25 to a page, sorted by Relevance in Descending order.

e-mail
 printer friendly

» Search Options

[View Session History](#)[New Search](#)

» Key

IEEE JNL	IEEE Journal or Magazine
IEE JNL	IEE Journal or Magazine
IEEE CNF	IEEE Conference Proceeding
IEE CNF	IEE Conference Proceeding
IEEE STD	IEEE Standard

Modify Search

☐ Check to search only within this results set

 Display Format:
 ☒ Citation
 ☐ Citation & Abstract

[Select All](#)
[Deselect All](#)

- 1. Flexible ASIC: shared masking for multiple media processors**
 Wong, J.L.; Kourshanfar, F.; Potkonjak, M.;
[Design Automation Conference, 2005. Proceedings. 42nd](#)
 13-17 June 2005 Page(s):909 - 914

[AbstractPlus](#) | Full Text: [PDF](#)(403 KB) IEEE CNF
[Rights and Permissions](#)
- 2. Industrial applications of high voltage pulsed power techniques: developments at Forschungszentrum Karlsruhe (FZK)**
 Bluhm, H.; Bohme, R.; Frey, W.; Giese, H.; Hoppe, P.; Kessler, G.; Muller, G.; Neubert, N.; Rusch, D.; Schultheiss, C.; Schumacher, G.; Sohner, M.; Strassner, H.; Strauss, D.; Vath, V.; Zimmermann, F.; Engelko, V.; Dulson, A.; Kurets, V.I.;
[Pulsed Power Conference, 1997. Digest of Technical Papers. 1997 11th IEEE International](#)
 Volume 1, 29 June-2 July 1997 Page(s):1 - 12 vol.1
 Digital Object Identifier 10.1109/PPC.1997.679265

[AbstractPlus](#) | Full Text: [PDF](#)(1012 KB) IEEE CNF
[Rights and Permissions](#)

 Indexed by
 Inspec

[Help](#)
[Contact Us](#)
[Privacy & Security](#)
[IEEE.org](#)

© Copyright 2006 IEEE - All Rights Reserved



USPTO

[Subscribe \(Full Service\)](#) [Register \(Limited Service, Free\)](#) [Login](#)

 Search: ☒ The ACM Digital Library ☐ The Guide

template and module and clip and layer and creating and medi

THE ACM DIGITAL LIBRARY


[Feedback](#) [Report a problem](#) [Satisfaction survey](#)

Terms used

template and module and clip and layer and creating and media and programming and weighting and factors and ranking

11

Sort results by Display results
[Save results to a Binder](#)
[Search Tips](#)
☐ [Open results in a new window](#)
Try an [Advanced Search](#)Try this search in [The ACM Guide](#)

Results 1 - 20 of 200

Result page: [1](#) [2](#) [3](#) [4](#) [5](#) [6](#) [7](#) [8](#) [9](#) [10](#) [next](#)

Best 200 shown

Relevance scale ☐ ☐

1 [Fast detection of communication patterns in distributed executions](#)

Thomas Kunz, Michiel F. H. Seuren

November 1997 **Proceedings of the 1997 conference of the Centre for Advanced Studies on Collaborative research****Publisher:** IBM PressFull text available: [pdf\(4.21 MB\)](#)Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

Understanding distributed applications is a tedious and difficult task. Visualizations based on process-time diagrams are often used to obtain a better understanding of the execution of the application. The visualization tool we use is Poet, an event tracer developed at the University of Waterloo. However, these diagrams are often very complex and do not provide the user with the desired overview of the application. In our experience, such tools display repeated occurrences of non-trivial commun ...

2 [The elements of nature: interactive and realistic techniques](#)



Oliver Deussen, David S. Ebert, Ron Fedkiw, F. Kenton Musgrave, Przemyslaw Prusinkiewicz, Doug Roble, Jos Stan Jerry Tessendorf

August 2004 **Proceedings of the conference on SIGGRAPH 2004 course notes SIGGRAPH '04****Publisher:** ACM PressFull text available: [pdf\(17.65 MB\)](#)Additional Information: [full citation](#), [abstract](#)

This updated course on simulating natural phenomena will cover the latest research and production techniques for simulating most of the elements of nature. The presenters will provide movie production, interactive simulation, and research perspectives on the difficult task of photorealistic modeling, rendering, and animation of natural phenomena. The course offers a nice balance of the latest interactive graphics hardware-based simulation techniques and the latest physics-based simulation techni ...

3 [Crowd and group animation](#)



Daniel Thalmann, Christophe Hery, Seth Lippman, Hiromi Ono, Stephen Regelous, Douglas Sutton

August 2004 **Proceedings of the conference on SIGGRAPH 2004 course notes SIGGRAPH '04****Publisher:** ACM PressFull text available: [pdf\(20.19 MB\)](#)Additional Information: [full citation](#), [abstract](#)

A continuous challenge for special effects in movies is the production of realistic virtual crowds, in terms of rendering and behavior. This course will present state-of-the-art techniques and methods. The course will explain in details the different approaches to create virtual crowds: particle systems with flocking techniques using attraction and repulsion forces, copy and pasting techniques, agent-based methods. The architecture of software tools will be presented including the MASSIVE softwa ...

4 [Level set and PDE methods for computer graphics](#)

David Breen, Ron Fedkiw, Ken Museth, Stanley Osher, Guillermo Sapiro, Ross Whitaker

August 2004 **Proceedings of the conference on SIGGRAPH 2004 course notes SIGGRAPH '04****Publisher:** ACM Press

Full text available: pdf(17.07 MB)

Additional Information: [full citation](#), [abstract](#), [citations](#)

Level set methods, an important class of partial differential equation (PDE) methods, define dynamic surfaces implicitly as the level set (iso-surface) of a sampled, evolving nD function. The course begins with preparatory material that introduces the concept of using partial differential equations to solve problems in computer graphics, geometric modeling and computer vision. This will include the structure and behavior of several different types of differential equations, e.g. the level set eq ...

5 Real-time shading

Marc Olano, Kurt Akeley, John C. Hart, Wolfgang Heidrich, Michael McCool, Jason L. Mitchell, Randi Rost
August 2004 **Proceedings of the conference on SIGGRAPH 2004 course notes SIGGRAPH '04****Publisher:** ACM Press

Full text available: pdf(7.39 MB)

Additional Information: [full citation](#), [abstract](#)

Real-time procedural shading was once seen as a distant dream. When the first version of this course was offered four years ago, real-time shading was possible, but only with one-of-a-kind hardware or by combining the effects of tens to hundreds of rendering passes. Today, almost every new computer comes with graphics hardware capable of interactively executing shaders of thousands to tens of thousands of instructions. This course has been redesigned to address today's real-time shading capabili ...

6 A video retrieval and sequencing system



Tat-Seng Chua, Li-Qun Ruan

October 1995 **ACM Transactions on Information Systems (TOIS)**, Volume 13 Issue 4**Publisher:** ACM Press

Full text available: pdf(3.20 MB)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#), [review](#)

Video is an effective medium for capturing the events in the real world around us, and a vast amount of video materials exists, covering a wide range of applications. However, widespread use of video in computer applications is often impeded by the lack of effective tools to manage video information systematically. This article discusses the design and implementation of a frame-based video retrieval and sequencing system (VRSS). The system is designed to support the entire process of video ...

Keywords: cinematic rules, frame-based modeling, multimedia, video retrieval, virtual editing

7 Collision detection and proximity queries



Sunil Hadap, Dave Eberle, Pascal Volino, Ming C. Lin, Stephane Redon, Christer Ericson

August 2004 **Proceedings of the conference on SIGGRAPH 2004 course notes SIGGRAPH '04****Publisher:** ACM Press

Full text available: pdf(11.22 MB)

Additional Information: [full citation](#), [abstract](#)

This course will primarily cover widely accepted and proved methodologies in collision detection. In addition more advanced or recent topics such as continuous collision detection, ADFs, and using graphics hardware will be introduced. When appropriate the methods discussed will be tied to familiar applications such as rigid body and cloth simulation, and will be compared. The course is a good overview for those developing applications in physically based modeling, VR, haptics, and robotics.

8 PYTHIA-II: a knowledge/database system for managing performance data and recommending scientific software

Elias N. Houstis, Ann C. Catlin, John R. Rice, Vassilios S. Verykios, Naren Ramakrishnan, Catherine E. Houstis
June 2000 **ACM Transactions on Mathematical Software (TOMS)**, Volume 26 Issue 2**Publisher:** ACM Press

Full text available: pdf(796.18 KB)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

Often scientists need to locate appropriate software for their problems and then select from among many alternatives. We have previously proposed an approach for dealing with this task by processing performance data of the targeted software. This approach has been tested using a customized implementation referred to as


PYTHIA. This experience made us realize the complexity of the algorithmic discovery of knowledge from performance data and of the management of these data together with the d ...

Keywords: data mining, inductive logic programming, knowledge discovery in databases, knowledge-based systems, performance evaluation, recommender systems, scientific software

9 17th International Conference on Software Engineering: Window on the World

 July 1995 **ACM SIGSOFT Software Engineering Notes**, Volume 20 Issue 3

Publisher: ACM Press

Full text available:  [pdf\(2.84 MB\)](#) Additional Information: [full citation](#)

10 Image Retrieval from the World Wide Web: Issues, Techniques, and Systems

 M. L. Kherfi, D. Ziou, A. Bernardi
March 2004 **ACM Computing Surveys (CSUR)**, Volume 36 Issue 1


Publisher: ACM Press

Full text available:  [pdf\(294.13 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

With the explosive growth of the World Wide Web, the public is gaining access to massive amounts of information. However, locating needed and relevant information remains a difficult task, whether the information is textual or visual. Text search engines have existed for some years now and have achieved a certain degree of success. However, despite the large number of images available on the Web, image search engines are still rare. In this article, we show that in order to allow people to profi ...

Keywords: Image-retrieval, World Wide Web, crawling, feature extraction and selection, indexing, relevance feedback, search, similarity

11 CMIFed: a transportable hypermedia authoring system

 Lynda Hardman, Guido van Rossum, Jack Jansen, Sjoerd Mullender
October 1994 **Proceedings of the second ACM international conference on Multimedia**

Publisher: ACM Press

Full text available:  [pdf\(1.93 MB\)](#) Additional Information: [full citation](#), [references](#), [citing](#), [index terms](#)

12 Technical reports

 SIGACT News Staff
January 1980 **ACM SIGACT News**, Volume 12 Issue 1

Publisher: ACM Press

Full text available:  [pdf\(5.28 MB\)](#) Additional Information: [full citation](#)

13 Long papers: recommendation and instruction: Animating an interactive conversational character for an educational game system

 Andrea Corradini, Manish Mehta, Niels-Ole Bernsen, Marcela Charfuelan
January 2005 **Proceedings of the 10th international conference on Intelligent user interfaces**

Publisher: ACM Press

Full text available:  [pdf\(281.80 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

Within the framework of the project NICE (Natural Interactive Communication for Edutainment) [2], we have been developing an educational and entertaining computer game that allows children and teenagers to interact with a conversational character impersonating the fairy tale writer H.C. Andersen (HCA). The rationale behind our system is to make kids learn about HCA's life, fairy tales and historical period while playing and having fun. We report on the character's generation and realization of b ...

Keywords: edutainment, embodied conversational agent, multimodal output, user interface

14 Distributed systems - programming and management: On remote procedure call

Patrícia Gomes Soares

November 1992 **Proceedings of the 1992 conference of the Centre for Advanced Studies on Collaborative research - Volume 2**

Publisher: IBM Press

Full text available:  [pdf\(4.52 MB\)](#)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#)

The Remote Procedure Call (RPC) paradigm is reviewed. The concept is described, along with the backbone structure of the mechanisms that support it. An overview of works in supporting these mechanisms is discussed. Extensions to the paradigm that have been proposed to enlarge its suitability, are studied. The main contributions of this paper are a standard view and classification of RPC mechanisms according to different perspectives, and a snapshot of the paradigm in use today and of goals for t ...


15 Real-time volume graphics



Klaus Engel, Markus Hadwiger, Joe M. Kniss, Aaron E. Lefohn, Christof Rezk Salama, Daniel Weiskopf

August 2004 **Proceedings of the conference on SIGGRAPH 2004 course notes SIGGRAPH '04**

Publisher: ACM Press

Full text available:  [pdf\(7.63 MB\)](#)

Additional Information: [full citation](#), [abstract](#)

The tremendous evolution of programmable graphics hardware has made high-quality real-time volume graphics a reality. In addition to the traditional application of rendering volume data in scientific visualization, the interest in applying these techniques for real-time rendering of atmospheric phenomena and participating media such as fire, smoke, and clouds is growing rapidly. This course covers both applications in scientific visualization, e.g., medical volume data, and real-time rendering, ...

16 Fast multi-level adaptation for interactive autonomous characters



Jonathan Dinerstein, Parris K. Egbert

April 2005 **ACM Transactions on Graphics (TOG)**, Volume 24 Issue 2

Publisher: ACM Press

Full text available:  [pdf\(7.49 MB\)](#)

Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

Adaptation (online learning) by autonomous virtual characters, due to interaction with a human user in a virtual environment, is a difficult and important problem in computer animation. In this article we present a novel multi-level technique for fast character adaptation. We specifically target environments where there is a cooperative or competitive relationship between the character and the human that interacts with that character. In our technique, a distinct learning method is applied to each ...


Keywords: AI-based animation, Computer animation, behavioral modeling, character animation, machine learning

17 Fast image retrieval using color-spatial information

Beng Chin Ooi, Kian-Lee Tan, Tat Seng Chua, Wynne Hsu

May 1998 **The VLDB Journal — The International Journal on Very Large Data Bases**, Volume 7 Issue 2

Publisher: Springer-Verlag New York, Inc.

Full text available:  [pdf\(496.55 KB\)](#)

Additional Information: [full citation](#), [abstract](#), [citations](#), [index terms](#)

In this paper, we present an image retrieval system that employs both the color and spatial information of images to facilitate the retrieval process. The basic unit used in our technique is a *single-colored cluster*, which bounds a homogeneous region of that color in an image. Two clusters from two images are similar if they are of the same color and overlap in the image space. The number of clusters that can be extracted from an image can be very large, and it affects the accuracy of retrieval ...

Keywords: Color-spatial information, Content-based retrieval, Sequenced multi-attribute tree, Single-colored cluster

18 Migration of procedural systems to network-centric platforms

Prashant Patil, Ying Zou, Kostas Kontogiannis, John Mylopoulos

November 1999 **Proceedings of the 1999 conference of the Centre for Advanced Studies on Collaborative research**

Publisher: IBM Press

Full text available:  pdf(262.24 KB)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

Technologies developed over the past few years such as CORBA, Java and the Web, have made it easier to build and deploy distributed object applications. These technologies have also made a visible impact on legacy software system evolution. This paper focuses on the methods for re-engineering procedural systems into new Network-Centric platforms. The first step of this re-engineering method is to migrate a legacy system into an object oriented architecture. The extraction of the object oriented a ...


19 Special issue: AI in engineering



D. Sriram, R. Joobani

April 1985 **ACM SIGART Bulletin**, Issue 92

Publisher: ACM Press

Full text available:  pdf(8.79 MB)

Additional Information: [full citation](#), [abstract](#)

The papers in this special issue were compiled from responses to the announcement in the July 1984 issue of the SIGART newsletter and notices posted over the ARPAnet. The interest being shown in this area is reflected in the sixty papers received from over six countries. About half the papers were received over the computer network.

20 Multimedia: OCTOPUS: aggressive search of multi-modality data using multifaceted knowledge base



Jun Yang, Qing Li, Yueting Zhuang

May 2002 **Proceedings of the 11th international conference on World Wide Web**

Publisher: ACM Press

Full text available:  pdf(321.15 KB)

Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

An important trend in Web information processing is the support of multimedia retrieval. However, the most prevailing paradigm for multimedia retrieval, content-based retrieval (CBR), is a rather conservative one whose performance depends on a set of specifically defined low-level features and a carefully chosen sample object. In this paper, an aggressive search mechanism called *Octopus* is proposed which addresses the retrieval of multi-modality data using multifaceted knowledge. In part ...

Keywords: layered graph model, link analysis, multi-modality data, multifaceted knowledge base, multimedia retrieval, relevance feedback

Results 1 - 20 of 200

Result page: [1](#) [2](#) [3](#) [4](#) [5](#) [6](#) [7](#) [8](#) [9](#) [10](#) [next](#)

The ACM Portal is published by the Association for Computing Machinery. Copyright © 2006 ACM, Inc.

[Terms of Usage](#) [Privacy Policy](#) [Code of Ethics](#) [Contact Us](#)

Useful downloads:  [Adobe Acrobat](#)  [QuickTime](#)  [Windows Media Player](#)  [Real Player](#)



[Web](#) [Images](#) [Video](#)^{New!} [News](#) [Maps](#) [more »](#)

creating media programming interface layer pr

[Advanced Search](#)
[Preferences](#)

Web Results 1 - 10 of about 311,000 for **creating media programming interface layer program layer template layer module**

Media Center Sandbox - Windows Media Center Presentation Layer ...

Updated Windows **Media Center Presentation Layer** project **templates** for ... access the full **Media Center application programming interface (API)** and run ...
blog.mediacentersandbox.com/CategoryView,category,Windows%20Media%20Center%20Presentation%20Layer%20Appli... - 173k - [Cached](#) - [Similar pages](#)

[PDF] Layout 1

File Format: PDF/Adobe Acrobat - [View as HTML](#)
editor, **media** store database, optional multi-layer paint tool,. frame grab **program** and 3DFlyby.™. **module**. G-Scribe enables a. complete graphics solution. ...
www.leitch.com/brochures/InscriberG-SeriesApril2006.pdf - [Similar pages](#)

Audiofile Engineering Wave Editor 1.2.1 - layered audio editing ...

The **program** can read files created by Propellerhead ReCycle (REX, RCY, and REX2), ...
PROS: Standard Mac OS X Aqua **interface**. Clever adaptation of **layers** ...
emusician.com/software/emusic_audiofile_engineering_wave_editor/ - 50k - [Cached](#) - [Similar pages](#)

DMO

The first filter **layer** is based on a **template** structure that parallels the structure ... of micromovies that can be accessed by the orchestration **program**. ...
ic.media.mit.edu/Publications/Journals/OrchestratingMicromovies/HTML/ - 36k - [Cached](#) - [Similar pages](#)

Layers Training - Learn layers study Layerizing training classes ...

layers : Avid **Media Composer - Creating Graphics & Mattes** with Photoshop ... critical **interface** elements as **layers**, scenes, nested symbols, and movie **clips**. ...
www.training-classes.com/course_hierarchy/keyword_index/layers.html - 148k - [Cached](#) - [Similar pages](#)

The Rockefeller University - Information Technology

Volume 1: Tools, Anchor Points, **Layers** and Grouping, Collect and Flatten, **Creating Templates**, Placing Paths, Stroke Basics, Rows and Columns, Working with ...
it.rockefeller.edu/index.php?page=training.cds&printer=1 - 24k - [Cached](#) - [Similar pages](#)

2005/755 - FMA Transport Layer at OpenSolaris.org

21 Dec 2005, New Project, 2005/755 12/20/2005 FMA Transport **Layer** ... Please refer to the **Interface** Taxonomy before using the interfaces described here. ...
www.opensolaris.org/os/community/arc/caselog/2005/755/?jsessionid=83A58404FEB0CBEBD0EA449369072F88 - 167k - [Cached](#) - [Similar pages](#)

2005/755 - FMA Transport Layer at OpenSolaris.org

1993/226 - "Obsolete" **Interface** Taxonomy addition ... 21 Dec 2005, New Project, 2005/755 12/20/2005 FMA Transport **Layer**. 21 Dec 2005, New SACProject ...
www.opensolaris.org/.../old-arc-cases/caselog/testbed/2005/755/?jsessionid=5D22B396D1FC2139813AD6696EA195F9 - 166k - [Cached](#) - [Similar pages](#)

[PDF] MS Word Template

File Format: PDF/Adobe Acrobat - [View as HTML](#)
media library of **clips**, trimming the **clips**, assembling them ... The user **interface** in the

application **layer** contains the ...

www-mrim.imag.fr/publications/2003/PM001/DVApaper_final.pdf - [Similar pages](#)

Ulead DVD MovieFactory 4 Disc Creator

Ulead's MovieFactory is by far the easiest DVD movie **program** you are likely to use, ... The first DVD creation tool with two-**layer** menu **templates** Contact ...

www.gtpcc.org/gtpcc/moviefactory4disccreator.htm - 20k - [Cached](#) - [Similar pages](#)

Goooooooooooooogle ►

Result Page: 1 2 3 4 5 6 7 8 9 10 **Next**

[Search within results](#) | [Language Tools](#) | [Search Tips](#) | [Dissatisfied? Help us improve](#)

[Google Home](#) - [Advertising Programs](#) - [Business Solutions](#) - [About Google](#)

©2006 Google



[Web](#) [Images](#) [Video](#)^{New!} [News](#) [Maps](#) [more »](#)

creating media programming interface layer pr

[Advanced Search](#)
[Preferences](#)

Web Results 21 - 30 of about 311,000 for **creating media programming interface layer program layer template layer modu**

CyberMotion : Articles

However, it can be tedious to **create** and animate hordes of **layers**. ... Although we feel strongly that adding a 3D **program** to your arsenal is a good career ...

www.cybmotion.com/sharing/articles.html - 37k - [Cached](#) - [Similar pages](#)

For Database Programming and Design

We describe mediators, **modules** which occupy an intermediate **layer**. ... by delegating the complexities of the customer **interface** to the application **program**. ...

www-db.stanford.edu/pub/gio/1998/dbpd.html - 59k - [Cached](#) - [Similar pages](#)

After Effects 7 new features overview

A long time After Effects was more or less an 8 bpc **program** as it was more ... If you now **create** a new **layer** inside your comp, you can **create** it as an PSD ...

www.creativecow.net/.../articles/mylenium/AfterEffects_7/index.html - 72k -

[Cached](#) - [Similar pages](#)

[PDF] in G enia Product Information

File Format: PDF/Adobe Acrobat - [View as HTML](#)

application files multi-**media** files,sound,movie **clips**,etc.(... Platform Isolation **Layer** is a **module** that forms a layering **interface** between the ...

www.empriseit.com/PDF/IngeniaProductInformation.pdf - [Similar pages](#)

Multimedia › Multimedia Editor & Authoring Programs- Free ...

Supported formats: Uncompressed WAV PCM; Compressed WAV (GSM, ADPCM, DSP, and others); MP3 (MPEG 1/2 **Layer** 3, including VBR); MP2 (MPEG 1/2 **Layer** 2); ...

www.simtel.net/category.php%5Baction%5Dbrowse&i=40&id=190&f=%7C%7C%7C%7C&s=product.date_r... - 67k - [Cached](#) - [Similar pages](#)

Buy Pebbles - Software Tutors VCD / DVD / CDROM from mall ...

Procedure oriented **programming** • Steps in executing a C++ **program** ... Timeline, **Layer**, Guide **layer** Shape tween, Motion tween online skin, Masking. ...

mall.coimbatore.com/pebbles/pebbles4.html - 40k - [Cached](#) - [Similar pages](#)

[PDF] Authoring Blackboard Learning System Content with Macromedia Flash ...

File Format: PDF/Adobe Acrobat - [View as HTML](#)

The web-based training **program** combines the rich presentation values of ... Used to **create** a **media** rich content presentation **layer** and user. **interface** ...

www.adobe.com/resources/education/hed/lms_rc/author_flash_bb/author_flash_bb.pdf -

[Similar pages](#)

MediaReactor - Professional transcoding software

MPEG **Layer** 3 (*.mp3) - INPUT ONLY NeXT/Sun (*.au) Windows **Media** Audio files ...

Available **module** options include: Avid: **Create media** for Avid Xpress, ...

www.pixelution.co.uk/Products/Software/mediareactor.htm - 21k - [Cached](#) - [Similar pages](#)

Microsoft Office Assistance: Introducing Microsoft Office ...

Layers Use **layers** to position content anywhere on your Web page. ... Tracing image

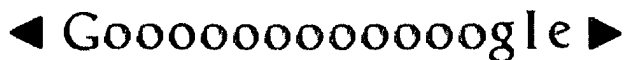
Create a mock-up image of a Web page in a graphics **program** and then use ...

office.microsoft.com/en-us/assistance/ha010714991033.aspx - 44k -

[Cached](#) - [Similar pages](#)

EMediaLive.com

Verbatim 4X DVD-R Dual **Layer Media** Samples Shipped for Testing ... in three steps,
create their own movie with various movie **clips**, audio tracks, ...
www.emedialive.com/Newsletters/EMediaXtra.aspx?NewsletterID=226 - 48k -
[Cached](#) - [Similar pages](#)



Result Page: [Previous](#) [1](#) [2](#) [3](#) [4](#) [5](#) [6](#) [7](#) [8](#) [9](#) [10](#) [11](#) [12](#) [Next](#)

[Search within results](#) | [Language Tools](#) | [Search Tips](#)

[Google Home](#) - [Advertising Programs](#) - [Business Solutions](#) - [About Google](#)

©2006 Google